

ABSTRACT

A liquid racing game is described. The game preferably includes a liquid outlet such as a water spout and a vessel to catch a flow of a liquid, such as water, from the spout. A player controls the lateral motion of the vessel by a joystick. The spout moves laterally at speeds and patterns which may be programmed on a control board. The object is to fill the vessel with water from the moving spout. The game is a race to fill the vessel. Coin operated versions are possible which dispense tickets or tokens to redeem for prizes. Operator versions are possible in which an operator starts the race and distributes a prize to the winner. The game may also be played as a video game version.